

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-5 (canceled)

Claim 6. (currently amended) A method of playing an alphabet challenge game for a group of players, comprising the steps of:

providing a deck of alphabet challenge cards for two to four players,

each deck comprising seventy two cards, including a combination of sixty four cards

having on its face an alphabet indicia for creating words, and

four wild cards, and four special function cards, each having identifying markings on its

face;

establishing ground rules that describe applications of said wild cards and special

function cards and selecting a score keeper;

shuffling said deck(s) of cards and dealing twelve cards hands to each player, starting

with a designated first player and placing the remaining cards, face down to establish a

draw pile: ,a twelve card hands from a shuffled deck containing seventy two cards

placing the remaining cards, face down, in a draw pile;

removing a top card from [the] said draw pile[,] and placing said top card face up to

start a discard pile;

moving from player to player, each player taking a turn which further comprises the

steps of:

said designated first player draws a card either from the draw pile or from the discard pile and forms a word to be cast, after a first word is cast, player is permitted to use any of said special function cards, this rule labeled “passport” applies to all players during their turn;

if said first player cannot cast a word, said player must discard one card and~~said~~ ~~player~~ forfeits turn to a next player positioned to his/her left;

said next player repeats the word forming sequence;

said alphabet challenge card game continues until a player draws the last card from

said draw pile and all cards are used up;

said score keeper names a winner.

~~player who completes a last cast word by drawing from said draw pile or a top card from said discard pile, finishes the game. is considered the winner.~~

Claim 7 (previously presented): The method of claim 6 wherein said group of players could include up to twelve people:

two to four players require one deck of cards;

five to nine players require two decks of cards, minus said first and second special function cards from one of said decks;

nine to twelve players require three decks of cards, minus said first and second special function cards from two of said decks.

Claim 8 (previously presented): The method of claim 6, wherein the cards containing

alphabet indicia appear with the following frequency:

Four of the letter S:

Four of each of the first and second special function cards;

Three of each of the letters B, C, D, F, M, P and T;

Two of each of the letters G, H, L, N, R and W;

One each of the letters J, K, Q, V, X, Y and Z.

Claim 9 (currently amended): The method of claim 6, wherein said wild card may be used to substitute for any letter of the alphabet.

Claim 10 (currently amended): The method of claim 6, wherein said second special function card further permitting the steps of:

~~one said a single special function~~ card in a dealt hand, permits player to replace any letter in a word previously cast by an opposing player, said player immediately forms and casts another word;

two of said special function cards in a dealt hand, permits a player to remove one letter from a word previously cast by an opposing player while placing removed letter at bottom of deck, said opposing player must provide a replacement letter to form another word, and

three of said special function cards in a dealt hand; permits a player to counter an opposing player's use of a said special function card.

Claim 11 (previously presented): The method of claim 10, wherein said player using

said special function cards must have at least three remaining cards in hand, excluding said special function card, and, after using said cards must remove cards from game.

Claim 12 (previously presented): The method of claim 6 wherein a player has formed and cast a first word further permitting the steps of:

using an "S" card to convert a previously cast word by a current player to form a plural of said cast word.

Claim 13 (currently amended): The method of claim 6 wherein all players must state meaning of a cast word[s] otherwise penalty points will be assessed to the player if a cast word is not a known word, thereupon, player will forfeit turn to next player will or receive penalty points if not a word while forfeiting turn.

Claim 14 (currently amended): The method of claim 6 wherein a point system is provided to ~~award~~ establish a winner, each player starts the game with 30 points, said score keeper tallies each player's penalty points and the player with the least penalty points is the winner and receives a positive merit point all other players receive a negative demerit point. ~~and to penalize each loser following each game,~~ said point system comprising:

merit points weighted from zero to four for each alphabet indicia;

penalty points weighted from 1 to five for each alphabet indicia, including

said special function cards.

Claim 15 (currently amended): The method of claim 6 wherein said player who completes a last cast word ~~drawing from said draw pile or a top card from said discard pile, is considered the winner, howbyever, and~~ if the deck is used up before said game ends, one of two options ~~is are considered, further comprising the choices of:~~ allowed:

~~all players count their points, the least total penalty points is the winner, or~~

the scorekeeper tallies each player's points, the player with the least penalty point

total is the winner, or

the current player reshuffles all [dis]cards in said discard stack, placing face down to form a new ~~deck~~ draw pile and continues playing until one of said players

~~completes~~ casts the last possible word to be formed therein, ending the game and

permitting the

scorekeeper to tally the points to name the winner. ~~hand and wins said game.~~

Claim 16 (currently amended). The method of claim 6 wherein said group of players decides rules of said alphabet challenge game, further comprising the steps of:

first cast word size, four, five or larger; ~~other number of cards~~;

whether player must state meaning of word when casting said word;

what is penalty if cast word is not a word;

implement a point system giving each player an agreed number of points at start of game;

define word category to be used such as a category selected from the group consisting of animal, vegetable, names or other agreed upon categories.